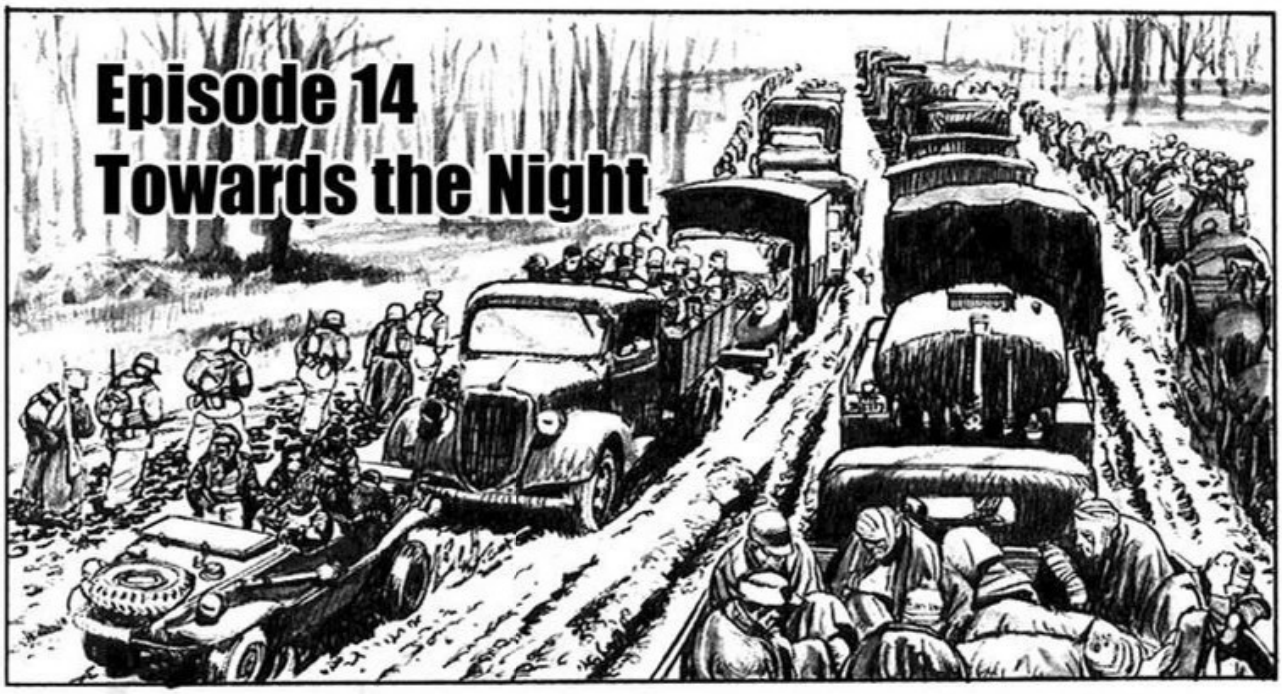
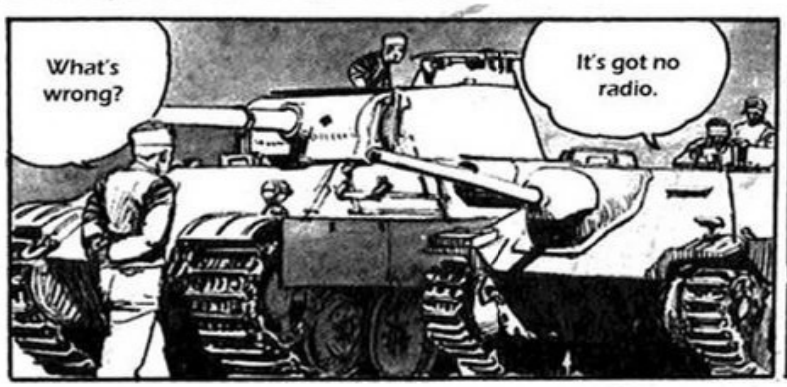
# Episode 14
# Towards the Night

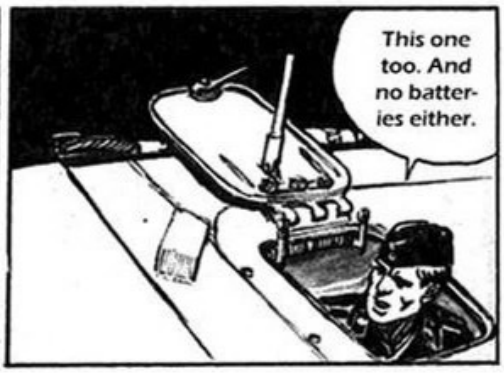


I'm the commander of the Black Knights! Who's the one in charge here!?
HALT

Get the tanks outfitted! Quickly, this isn't kindergarten!

Whoa, virgin tanks!
Huh, what's with this tank?


What's wrong?
It's got no radio.

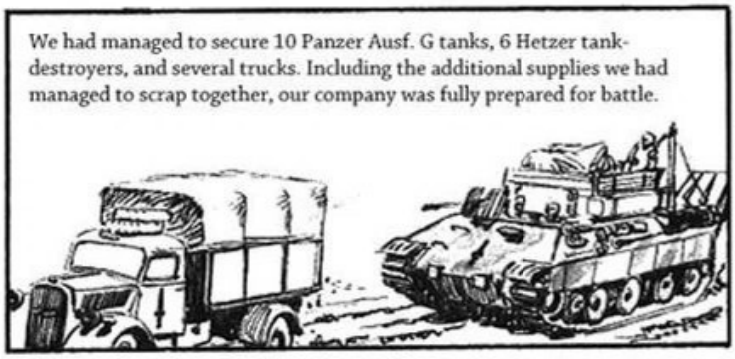

This one too. And no batteries either.

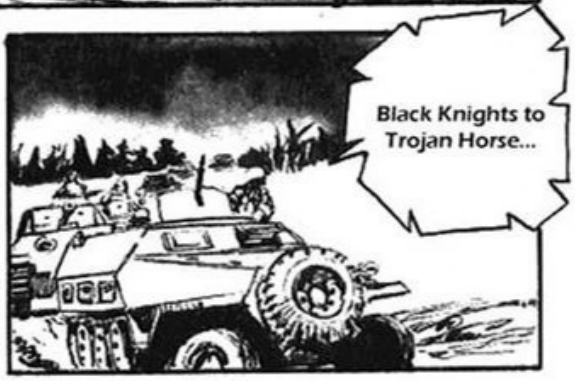
Sons of bitches! The guards ran off!

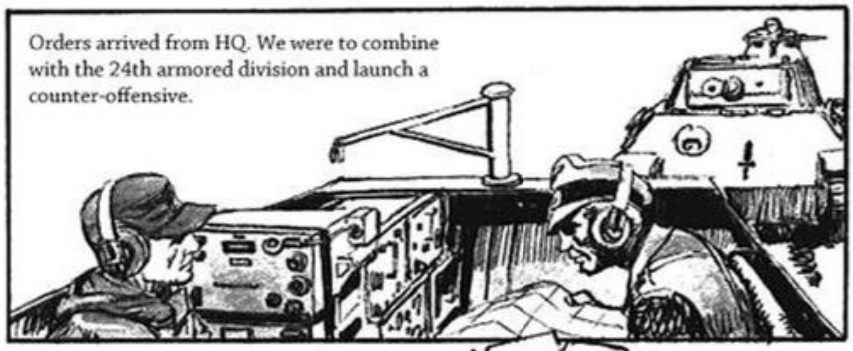
Platoon 3, search for any salvageable equipment. Platoon 2, look for any extra fuel and ammunition.

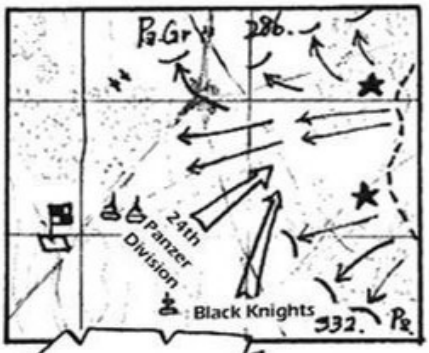
Platoon 1 will put on the camouflage and Platoon 3 will service the Hetzers. Don't forget to number the turrets.

BTK-BOOM
At 0400 hours, we destroyed the panzer supply outpost and moved out with our newly equipped tanks.


We had managed to secure 10 Panzer Ausf. G tanks, 6 Hetzer tank-destroyers, and several trucks. Including the additional supplies we had managed to scrap together, our company was fully prepared for battle.


Black Knights to Trojan Horse...


Orders arrived from HQ. We were to combine with the 24th armored division and launch a counter-offensive.


PzGr 286.
24th Panzer Division
Black Knights
332.

We used the march over there to get ourself familiarized with our new tanks.
Christ, it's so damn cramped in here!
Shut your whining! Better tanks don't win battles, better soldiers do!
A single direct hit will turn this into a blazing coffin!

Halt! Kurz, advance first!
Yes, sir!
Turn left when I give you the signal.
AGHH!
BAKOOM
BADOOM
NOW, KURZ!
TURN LEFT!
BAKOOM

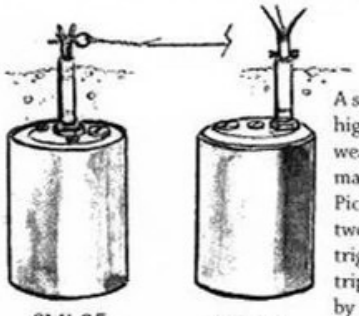
Good, stay there and cover us as we take a detour and advance.
This is Bk2, we may have a problem.
I think the tracks are caught on something.
What's wrong? Is your tank damaged?
We're just about in the red area. Can you pick up anything?
Nope, nothing but static.
Rot 3 to BK1. I hear engine noises to your right.

It's probably just the 24th armoured division. Their codename is Stray Sheep. Try calling out to them.
What're they playing at? They're responding in Russian.
You idiot! That's not the 24th division! It's the enemies! Stall for time!
I can speak a bit of Ukranian.
Steiner, go tell the other tanks to fire to their right wing upon the white flash.
DOKOKOKO
DOKOKO

PASH!
Enemy targets will be between 2 and 4 o'clock!
BARM
BARM
BAOM
BTH-OOOOM
DOOOOOM
DOOM
FIRE THE S-MINE!
PAM

## S-Mine

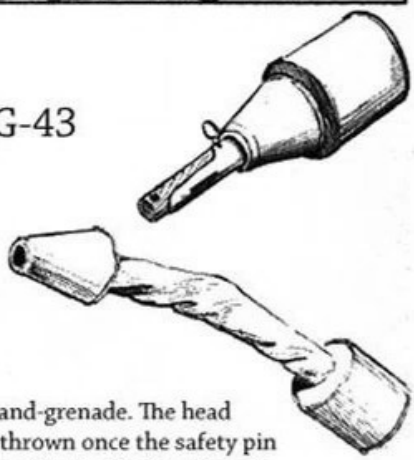
Anti-personnel landmine which, when triggered, will fly up into the air and spray 350 steel balls.



SMi-35 SMi-44

A simple, but highly effective weapon carrying many shrapnel. Pictured left are two models, one triggered by a tripwire, the other by a 3-pronged pressure fuse.

## RPG-43



Soviet anti-tank HEAT hand-grenade. The head slides off the lever when thrown once the safety pin is removed. Its simple but effective design allowed its long-survival, well into post-WW2 years.